

CLAIMS

1. A method on an electronic device for managing application resources on the electronic device, the method comprising:

5 receiving a command indicating to execute an application on an electronic device;

reading at least one application resource requirement associated with the application; and

determining whether the at least one application resource requirement can be
10 met by the electronic device.

2. The method of claim 1, wherein the electronic device is any one of a mobile telephone, a mobile pager, a wireless messaging device, a computer, a personal digital assistant, and a mobile communication system.

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3. The method of claim 1, wherein the electronic device is a portable device, and wherein the at least one application resource requirement includes at least one of:

average MIPS;

lowest MIPS;

20 peak MIPS;

screen refresh rate;

I/O bandwidth; and

priority level.

4. The method of claim 1, further comprising the steps of:

wherein if the at least one application resource requirement can be met by the electronic device, executing the application on the electronic device; and

5 wherein if the at least one application resource requirement cannot be met by the electronic device, indicating to the user that the application cannot be executed on the electronic device.

5. The method of claim 4, further comprising the steps of:

10 increasing at least one of the clock rate and the level of power consumption of the CPU of the electronic device and executing the application on the electronic device.

6. The method of claim 4, further comprising the steps of:

15 decreasing at least one of the clock rate and the level of power consumption of the CPU of the electronic device and executing the application on the electronic device.

7. The method of claim 4, further comprising the step of:

20 decreasing the priority level of the application and executing the application on the electronic device.

8. The method of claim 4, further comprising any one of the following steps:

indicating to the user that other applications must be terminated in order to execute the application on the electronic device;

indicating to the user that at least one of the clock rate and the level of power consumption of the CPU of the electronic device must be increased in order to execute the application on the electronic device; and

indicating to the user that the priority level of the application must be decreased in order to execute the application on the electronic device.

10 9. A computer readable medium including computer instructions on an electronic device for managing application resources on the electronic device, the computer instructions including instructions for:

receiving a command on an electronic device to execute an application;

reading at least one application resource requirement associated with the application; and

determining whether the at least one application resource requirement can be met by the electronic device.

10. The computer readable medium of claim 9, wherein the electronic device is any one of a mobile telephone, a mobile pager, a wireless messaging device, and a mobile communication system.

11. The computer readable medium of claim 9, wherein the electronic device is a portable device, and wherein the at least one application resource requirement includes at least one of:

average MIPS;

5 lowest MIPS;

peak MIPS;

screen refresh rate;

I/O bandwidth; and

priority level.

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12. The computer readable medium of claim 9, further comprising instructions for:

wherein if the at least one application resource requirement can be met by the electronic device, executing the application on the electronic device; and

15 wherein if the at least one application resource requirement cannot be met by the electronic device, indicating to the user that the application cannot be executed on the electronic device.

13. The computer readable medium of claim 12, further comprising instructions for:

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increasing at least one of the clock rate and the level of power consumption of the CPU of the electronic device and executing the application on the electronic device.

14. The computer readable medium of claim 12, further comprising instructions for:

decreasing at least one of the clock rate and the level of power consumption of the CPU of the electronic device and executing the application on the electronic
5 device.

15. The computer readable medium of claim 12, further comprising instructions for:

decreasing the priority level of the application and executing the application
10 on the electronic device.

16. The computer readable medium of claim 12, further comprising any one of the following instructions:

indicating to the user that other applications must be terminated in order to
15 execute the application on the electronic device;

indicating to the user that at least one of the clock rate and the level of power consumption of the CPU of the electronic device must be increased in order to execute the application on the electronic device; and

indicating to the user that the priority level of the application must be
20 decreased in order to execute the application on the electronic device.

17. An electronic device for managing application resources on the electronic device, comprising:

an application residing on the electronic device;

a command indicating that a user desires to execute an application;

5 a file including at least one application resource requirement associated with the application; and

a processor for determining whether the at least one application resource requirement can be met by the electronic device.

10 18. The electronic device of claim 17, wherein the electronic device is any one of a mobile telephone, a mobile pager, a wireless messaging device, and a mobile communication system.

19. The electronic device of claim 17, wherein the at least one application
15 resource requirement includes at least one of:

average MIPS;

lowest MIPS;

peak MIPS;

screen refresh rate;

20 I/O bandwidth; and

priority level.

20. The electronic device of claim 19, wherein the processor further:

executes the application on the electronic device if the at least one application resource requirement can be met by the electronic device; and

indicates to the user that the application cannot be executed on the electronic device if the at least one application resource requirement cannot be met by the electronic device.

21. The electronic device of claim 20, wherein the processor further:

increases at least one of the clock rate and the level of power consumption of the CPU of the electronic device and executes the application on the electronic device.

22. The electronic device of claim 20, wherein the processor further:

decreases at least one of the clock rate and the level of power consumption of the CPU of the electronic device and executes the application on the electronic device.

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23. The electronic device of claim 20, wherein the processor further:

decreases the priority level of the application and executes the application on the electronic device.